

PATENT APPLICATION FEE DETERMINATION RECORD

Application or Docket Number

803269

CLAIMS AS FILED - PART I

(Column 1)

(Column 2)

SMALL ENTITY

OR

OTHER THAN SMALL ENTITY

FOR	NUMBER FILED	NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	1	minus 20 = *
INDEPENDENT CLAIMS	1	minus 3 = *
MULTIPLE DEPENDENT CLAIM PRESENT		

RATE	FEE
	\$ 315.00
x \$10 =	
x 30 =	
+ 100 =	
TOTAL	

RATE	FEE
	\$ 630.00
x \$20 =	
x 60 =	
+ 200 =	
TOTAL	630

* If the difference in column 1 is less than zero, enter "0" in column 2

CLAIMS AS AMENDED - PART II

(Column 1)

(Column 2)

(Column 3)

SMALL ENTITY

OR

OTHER THAN SMALL ENTITY

AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* 14	Minus ** 20	= -
Independent	* 2	Minus *** 3	= -
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

RATE	ADDITIONAL FEE
x \$10 =	
x 30 =	
+ 100 =	
TOTAL	

RATE	ADDITIONAL FEE
x \$20 =	
x 60 =	
+ 200 =	
TOTAL	

ADDIT. FEE

OR ADDIT. FEE

AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* 45	Minus ** 20	= 25
Independent	* 12	Minus *** 3	= 9
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

RATE	ADDITIONAL FEE
x \$10 =	
x 30 =	
+ 100 =	
TOTAL	

RATE	ADDITIONAL FEE
x \$20 =	500
x 60 =	648
+ 200 =	
TOTAL	

ADDIT. FEE

OR ADDIT. FEE

AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* 45	Minus ** 45	= -
Independent	* 12	Minus *** 12	= -
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

RATE	ADDITIONAL FEE
x \$10 =	
x 30 =	
+ 100 =	
TOTAL	

RATE	ADDITIONAL FEE
x \$20 =	
x 60 =	
+ 200 =	
TOTAL	

ADDIT. FEE

OR ADDIT. FEE

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.